

Fig. 1

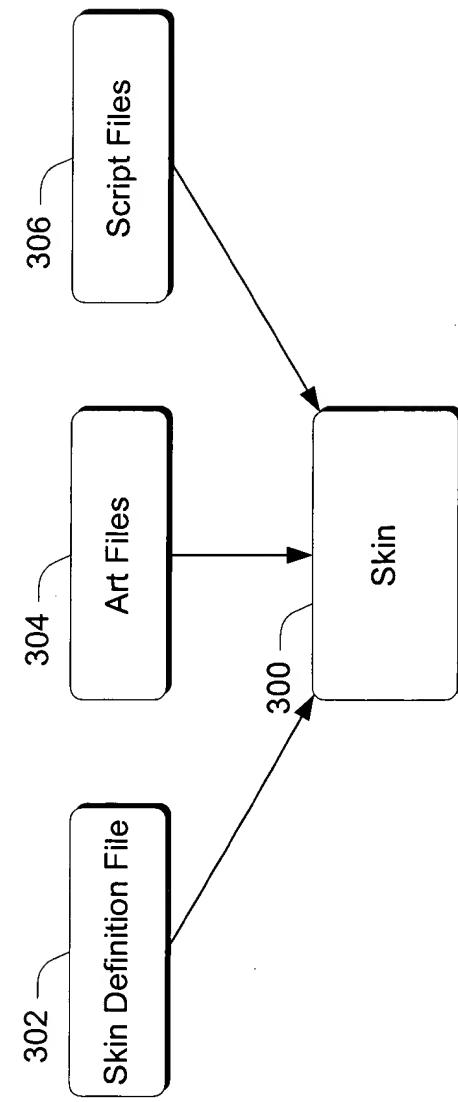
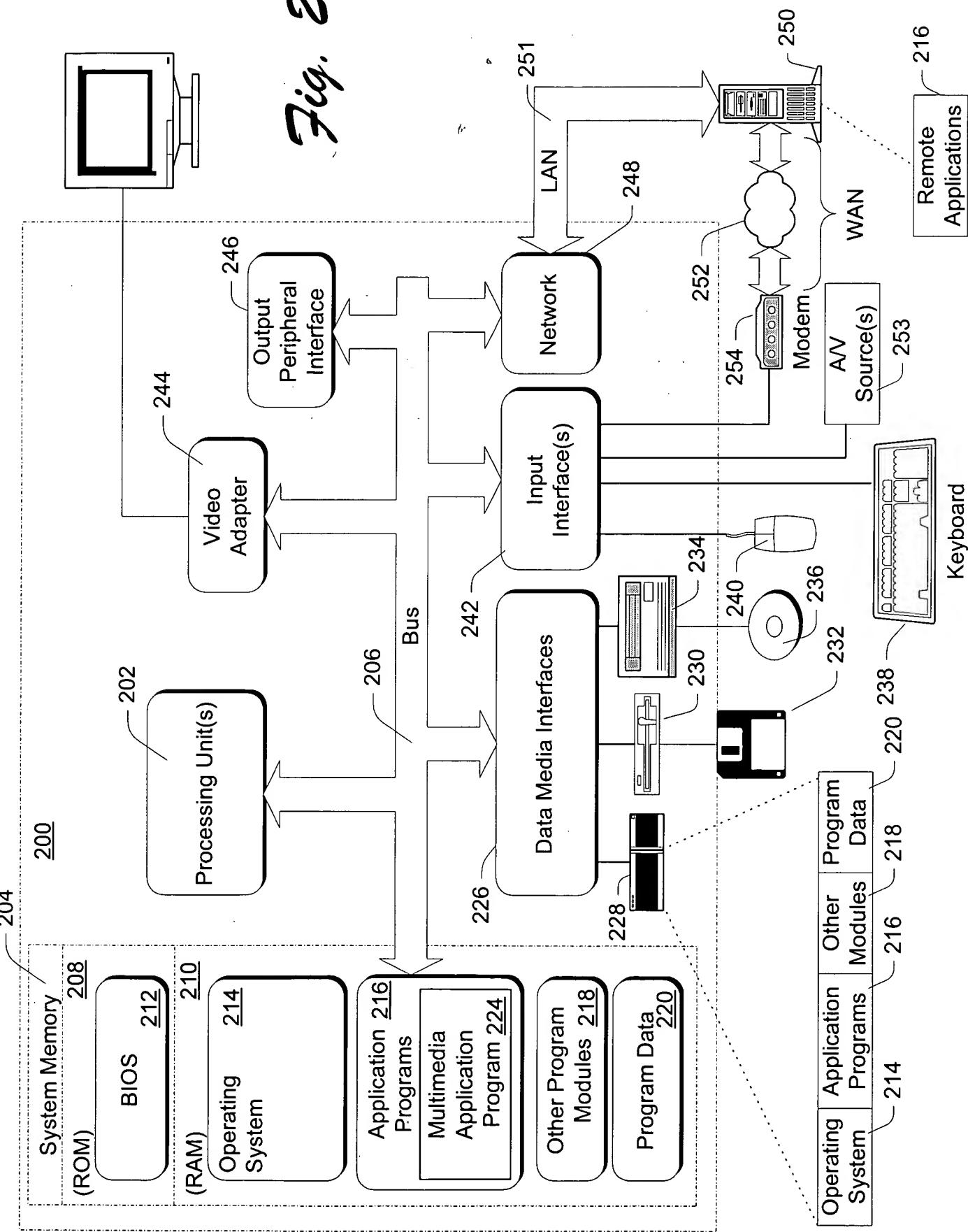


Fig. 3

Fig. 2



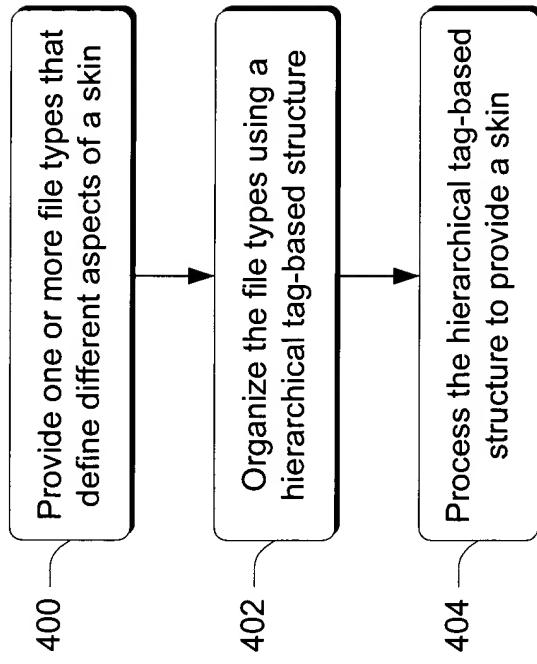


Fig. 4

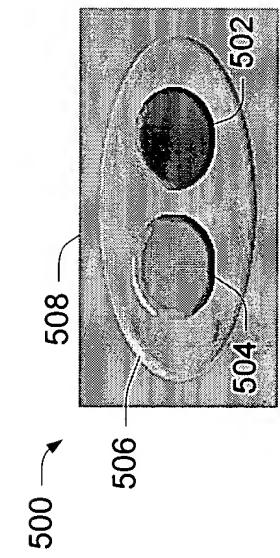


Fig. 5

700 →

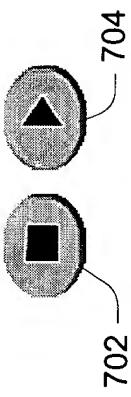


Fig. 7

800 →

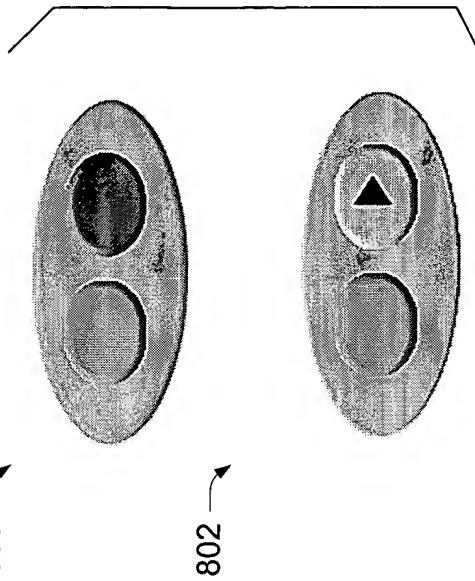
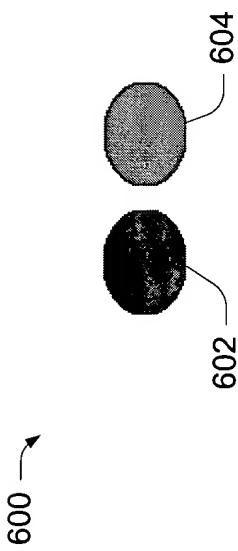


Fig. 6



600 →

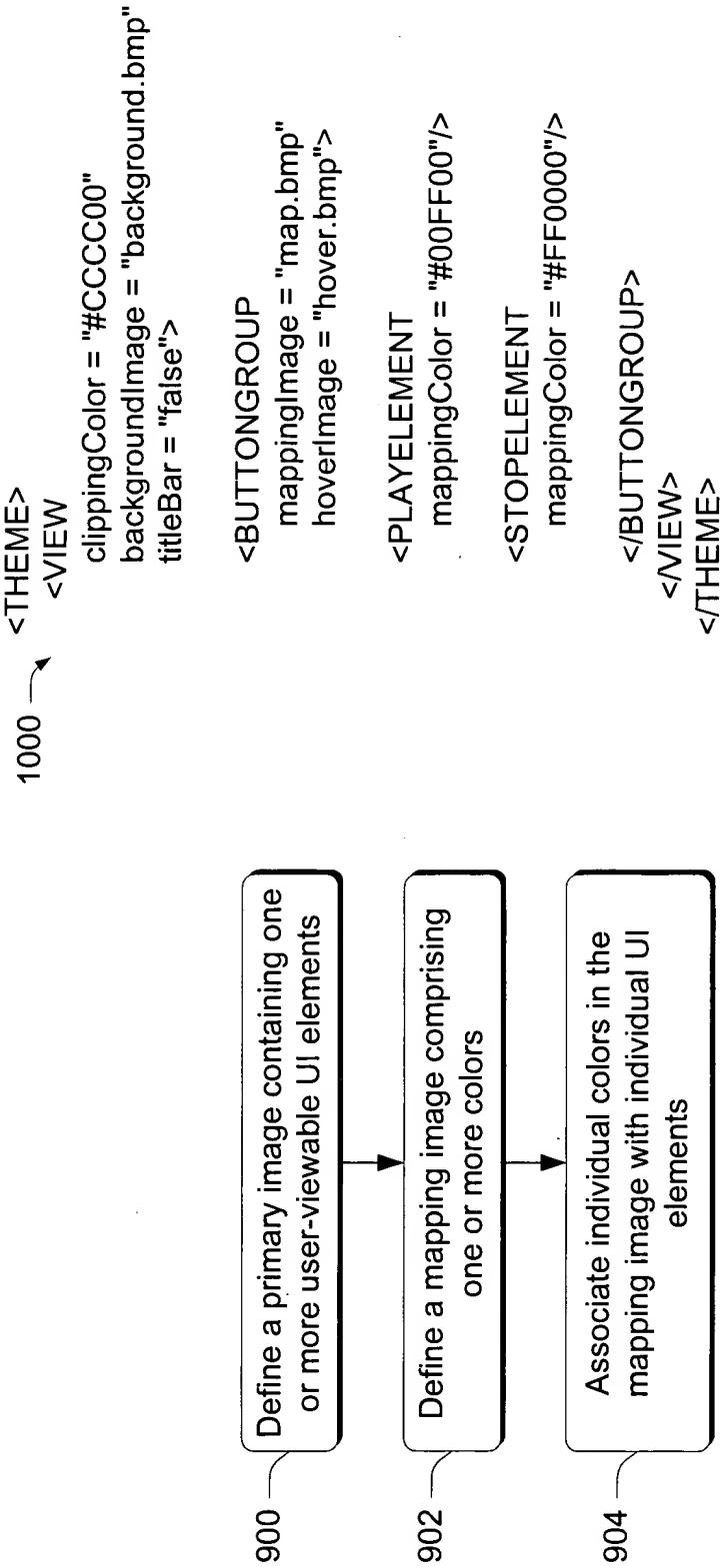
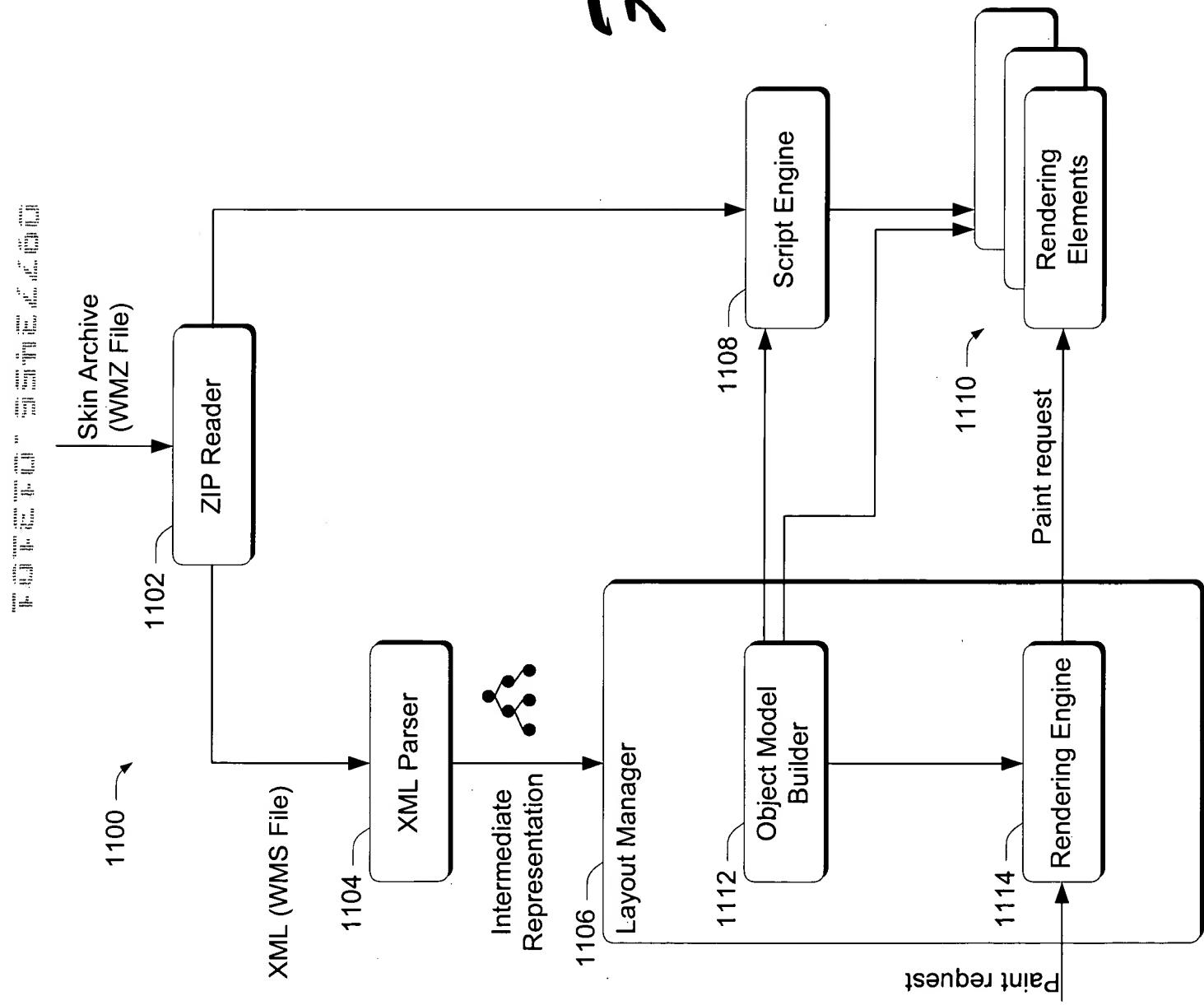
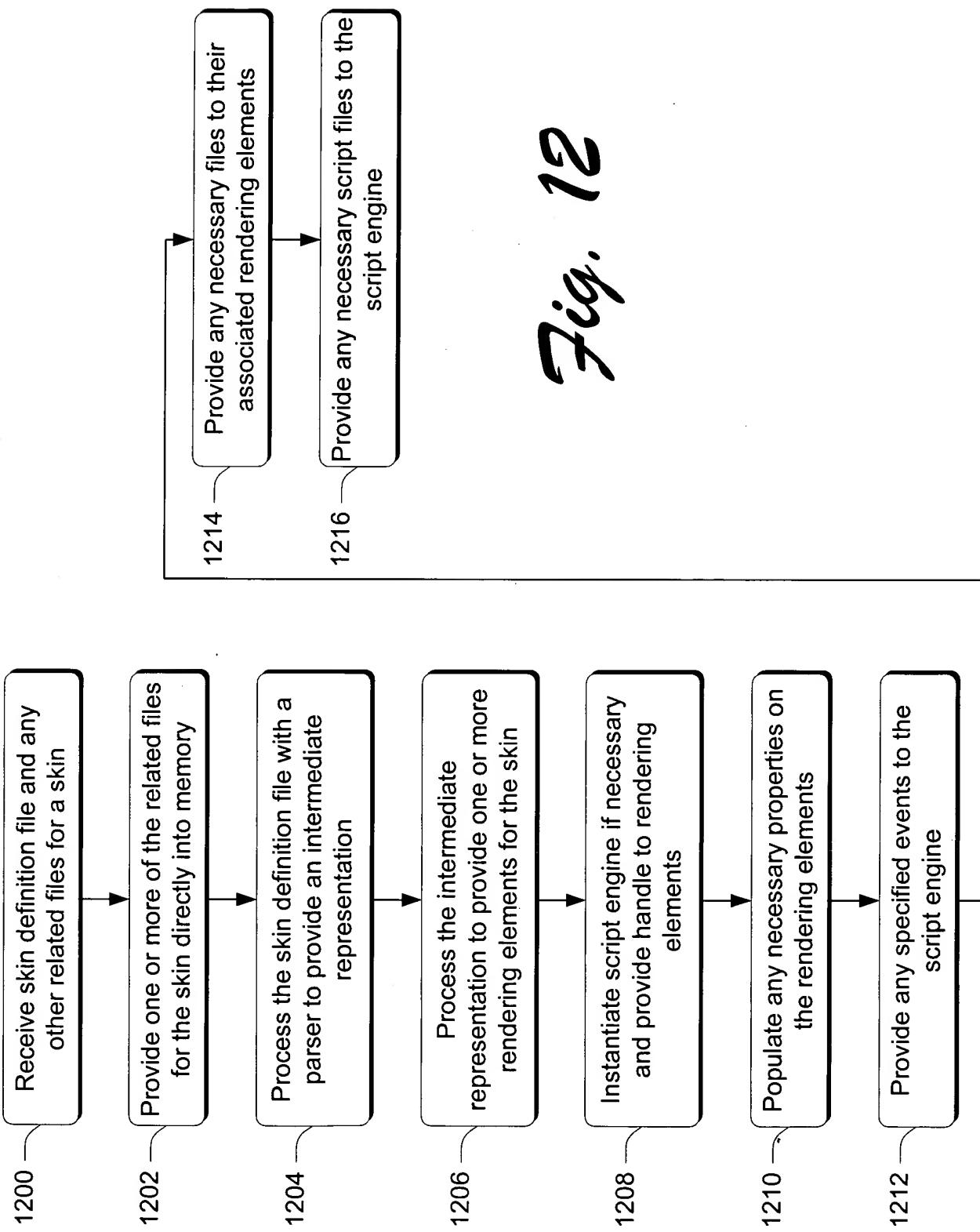
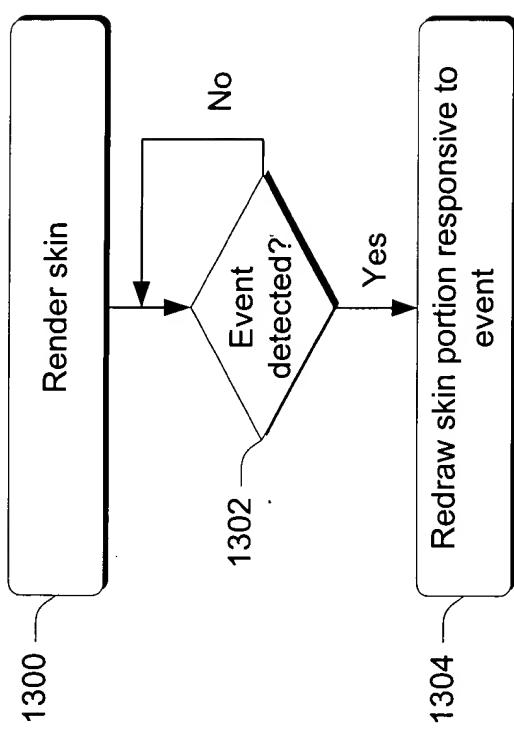


Fig. 11

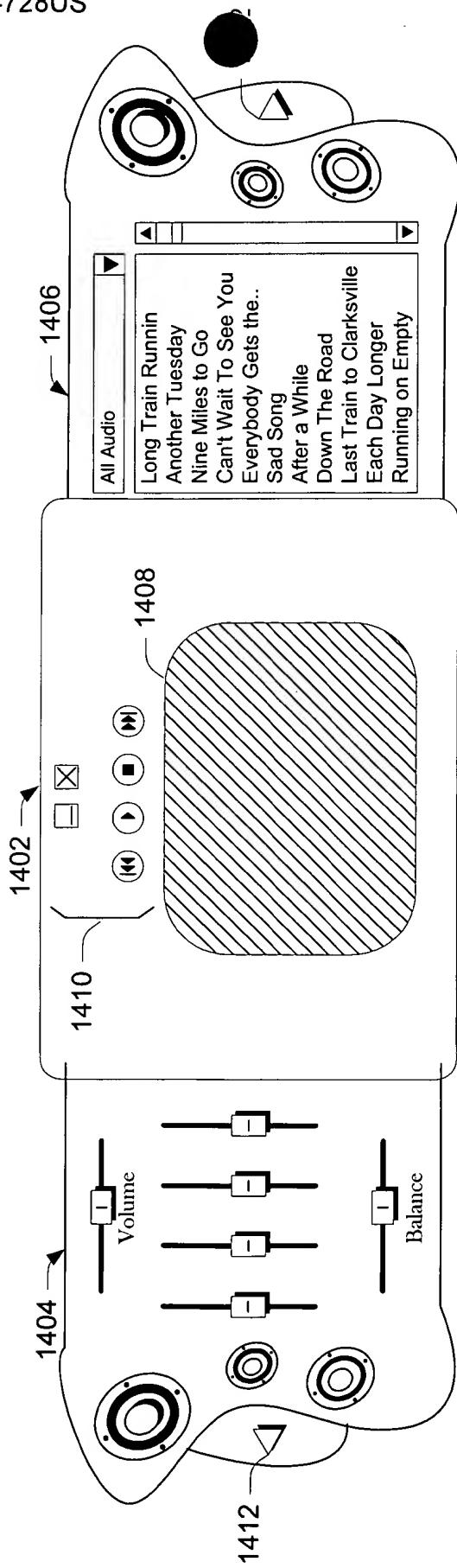
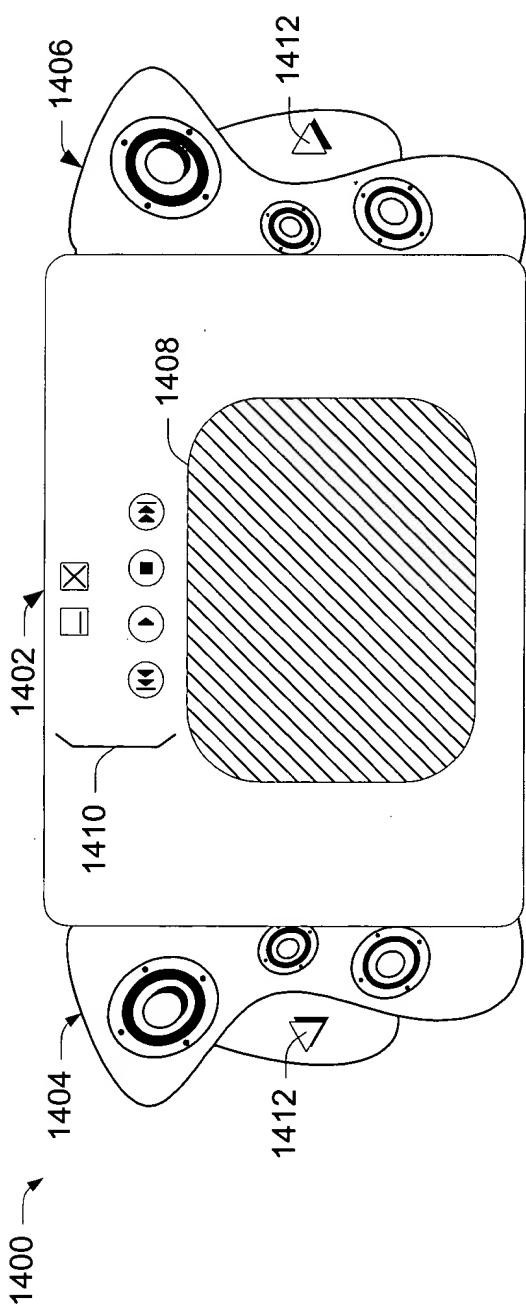




*Fig. 12*



*Fig. 13*



*Fig. 14*

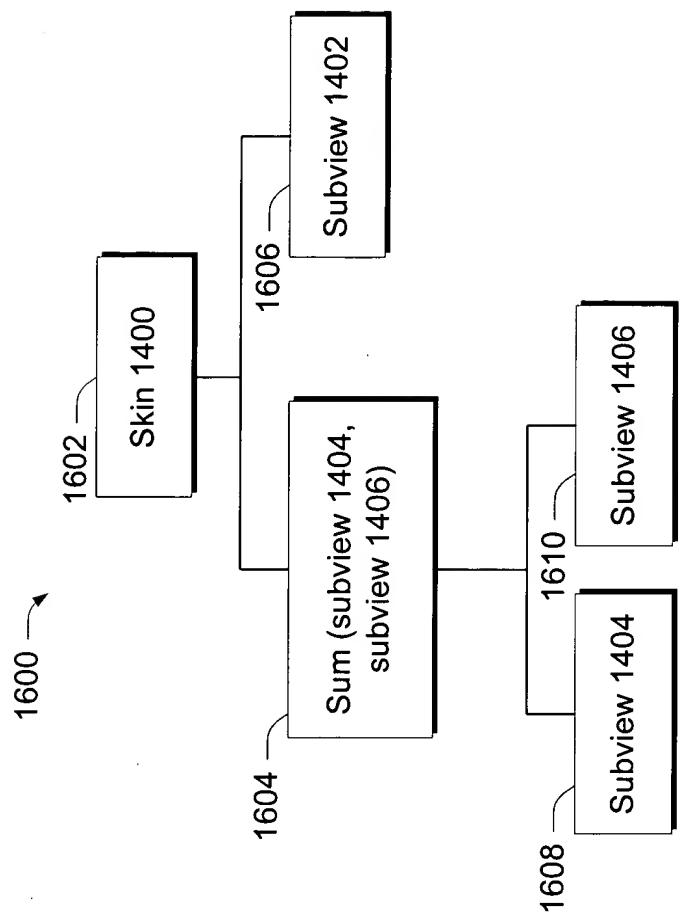


Fig. 16

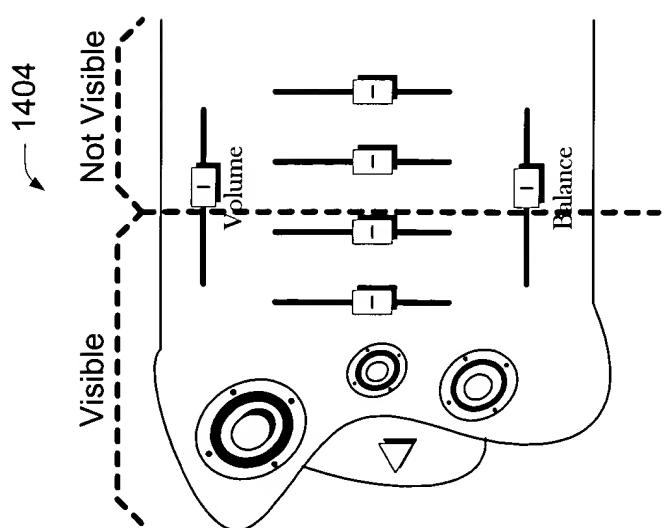
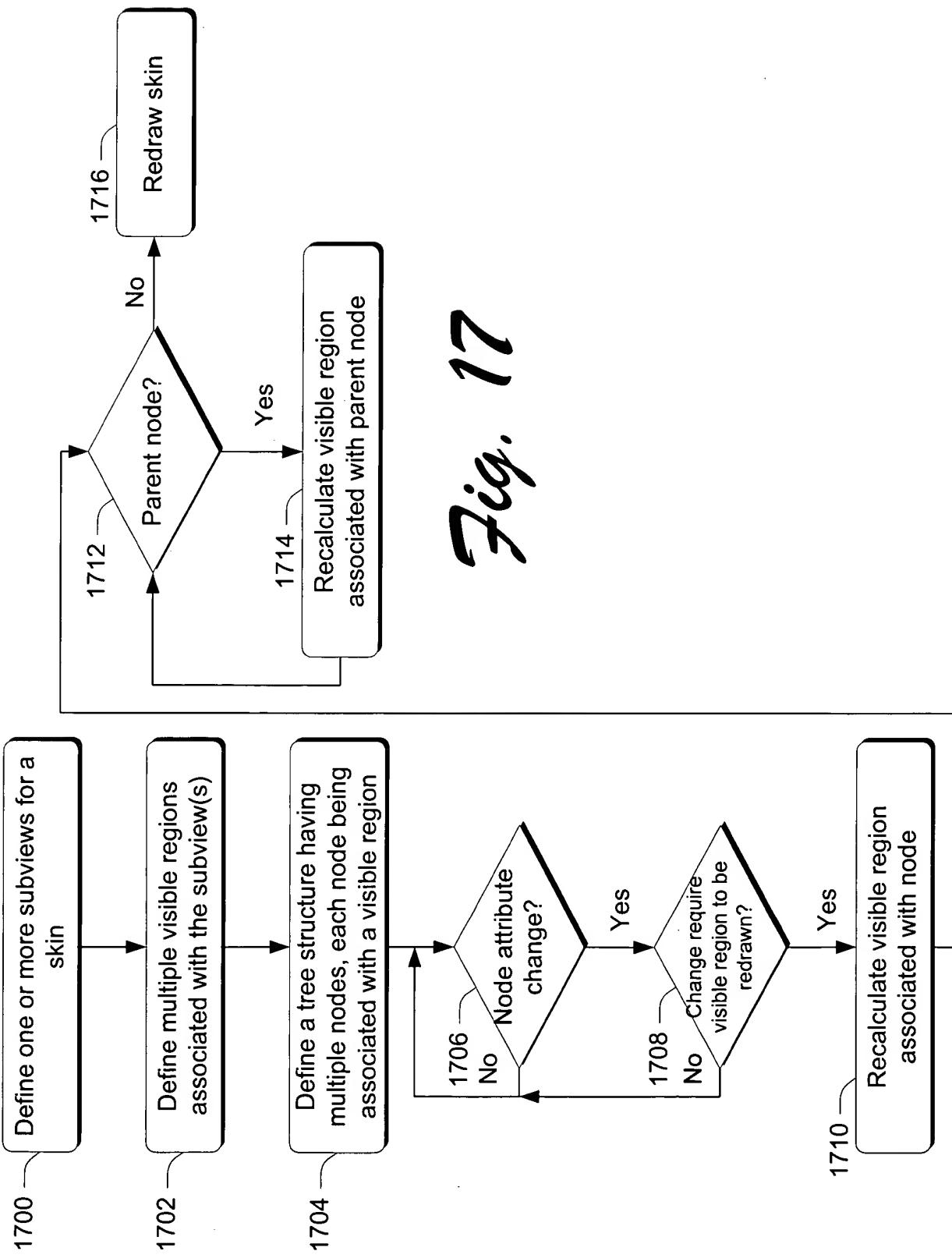


Fig. 15



```

<THEME>
  <VIEW>
    <PLAYER>
      <SETTINGS>
        volume_onchange="volumeslider.value = volume;" 
      </SETTINGS>
    </PLAYER>
    <SLIDER>
      id="volumeslider"
      min="0"
      max="100"
      onpositionchange="player.settings.volume = value;" 
    </SLIDER>
  </VIEW>
</THEME>

```

*Fig. 18*

```

<THEME>
  <VIEW>
    <BUTTON id=play visible="TRUE" />
    <BUTTON id=pause visible="wmpprop:play.visible" />
  </VIEW>
</THEME>

<THEME>
  <VIEW>
    <SLIDER>
      min="0"
      max="100" → 1900
      value="wmpprop:player.settings.volume"
      onpositionchange="player.settings.volume = value;" 
    </SLIDER>
  </VIEW>
</THEME>

```

*Fig. 19*

*Fig. 20*

```

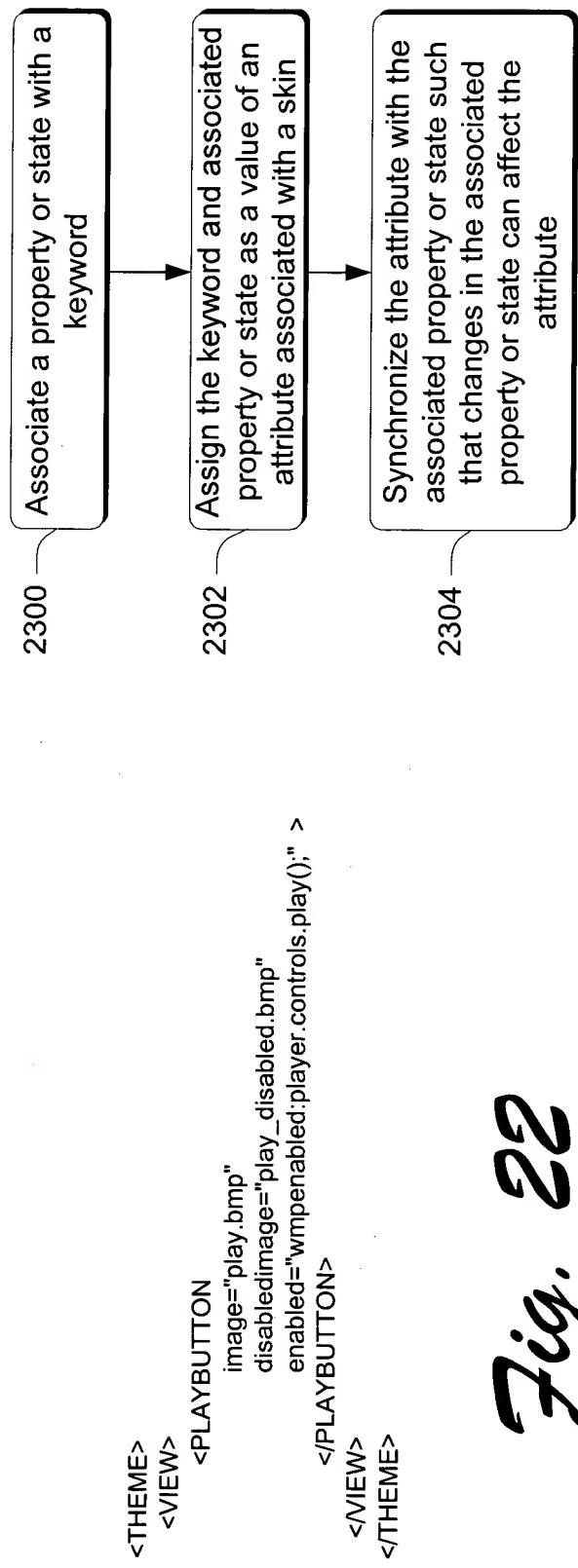
skin.wms
<THEME>
  <VIEW>
    <PLAYER>
      playstatechange="EnablePlayButton();"
      openstatechange="EnablePlayButton();"
    </PLAYER>
    <PLAYBUTTON>
      <PLAYBUTTON id="play" image="play.bmp" disabledimage="play_disabled.bmp" onpositionchange="player.settings.volume = value;">
      </PLAYBUTTON>
    </VIEW>
  </THEME>

skin.js

function EnablePlayButton ()
{
  play.enabled = (player.playState != wmppsPlaying) &&
  (player.openState == wmposMediaOpen);
}

```

*Fig. 21*



*Zig. 23*

*Zig. 22*

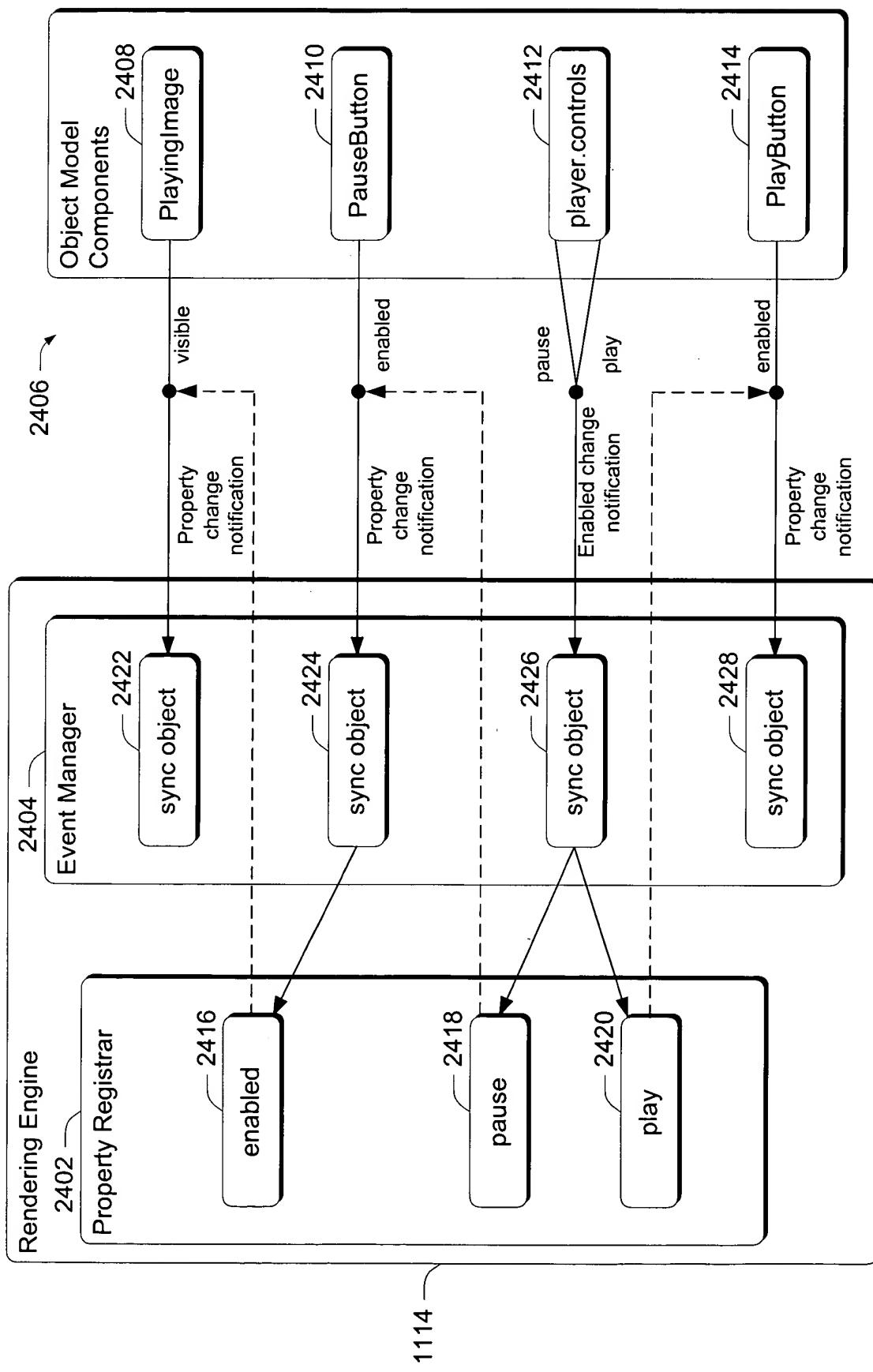
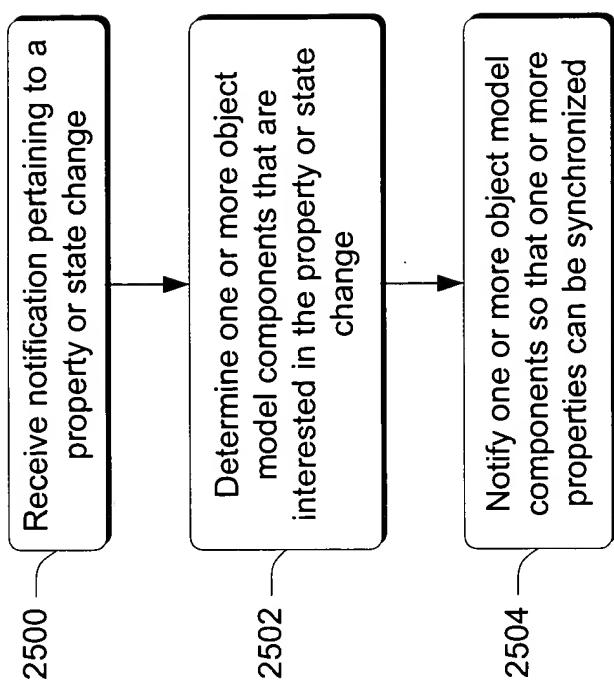


Fig. 24



*Fig. 25*